

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	202	703/7.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:40
S2	438	703/6.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:42
S3	504	700/97.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:44
S4	234	700/98.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:45
S5	34	700/176.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:45
S6	43	700/184.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:45
S7	13	("4789931"   "5101363"   "5128870"   "5272642"   "5317519"   "5351196"   "5594651"   "5703782"   "5710709"   "5967205"   "6341996"   "6363298"   "6459952").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2007/10/11 14:47
S8	1	("6862560").URPN.	USPAT	OR	ON	2007/10/11 14:57
S9	169	regular adj volume	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 14:59
S10	8	S9 and swept	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:01
S11	1815	swept adj volume	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:02
S12	16	S11 and voxel	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:09
S13	8495	simulat\$4 and machining	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:11
S14	7371	S13 and surface	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:11
S15	293	S14 and swept	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:11
S16	19	S15 and pointer	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:12



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Results

#1 ((swept volume<and>voxel)<and>machining) <and> (pyr >= 1913 <and> pyr <= 2000)

5

#2 ((pointer<and>swept volume)<and>surface) <and> (pyr >= 1913 <and> pyr <= 2000)

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## Printable History

Search	Results
((pub-date > 1959 and pub-date < 2001 and FULL-TEXT(pointer) and FULL-TEXT(machining)) and swept) and tool) and movement [All Sources(- All Sciences -)]	18
((pub-date > 1959 and pub-date < 2001 and FULL-TEXT(pointer) and FULL-TEXT(machining)) and swept) and tool [All Sources(- All Sciences -)]	30
(pub-date > 1959 and pub-date < 2001 and FULL-TEXT(pointer) and FULL-TEXT(machining)) and swept [All Sources(- All Sciences -)]	32
pub-date > 1959 and pub-date < 2001 and FULL-TEXT(pointer) and FULL-TEXT(machining) [All Sources(- All Sciences -)]	320
((pub-date > 1959 and pub-date < 2001 and FULL-TEXT("swept volume") and FULL-TEXT(tool)) and surface) and voxel [All Sources(- All Sciences -)]	11
(pub-date > 1959 and pub-date < 2001 and FULL-TEXT("swept volume") and FULL-TEXT(tool)) and surface [All Sources(- All Sciences -)]	156
(pub-date > 1959 and pub-date < 2001 and FULL-TEXT("swept volume") and FULL-TEXT(tool)) and pointer [All Sources(- All Sciences -)]	13
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Searching for **machining and voxel**.

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[Function Representation in Geometric Modeling.. - Pasko, Adzhiev.. \(1995\) \(Correct\) \(30 citations\)](#)  
of aesthetic design, collisions simulation, NC **machining**, range data processing, and 3D texture based on the function representation 3.1 A **machine** representation and a user representation in the constructive geometry, sweeping, soft objects, **voxel**-based objects, deformable and other animated  
[www.aizu.com/People/Pasko/F-rep.ps.gz](http://www.aizu.com/People/Pasko/F-rep.ps.gz)

[CAD-Based Simulation And Modelling For Endoscopic Surgery - Kühnapfel, Neisius.. \(1993\) \(Correct\) \(2 citations\)](#)  
kinematical design parameters. The influence of **machining** errors in the range of microns has been studied topic is an interface to KISMET from volume (**voxel**) based systems as used for display of CT and  
[iregt1.iai.fzk.de/KISMET/ps/paper194.ps.gz](http://iregt1.iai.fzk.de/KISMET/ps/paper194.ps.gz)

[Efficient Max-Norm Distance Computation and Reliable .. - Varadhan, Krishnan, .. \(2003\) \(Correct\)](#)  
uncertainty using Markov decision processes in **machine** learning 19, 44 defining discrete objects systems 17, 48 tolerance analysis and NC **machining** 14, 40 and volume graphics 15, 47  
Max-Norm Distance Computation and Reliable **Voxelization** Gokul Varadhan 1 Shankar Krishnan 2  
[gamma.cs.unc.edu/maxnorm/maxnorm.pdf](http://gamma.cs.unc.edu/maxnorm/maxnorm.pdf)

[Reeb Graph Based Shape Retrieval for CAD - Besspalov, Regli, Shokoufandeh \(2003\) \(Correct\)](#)  
engineering of designs by generating surface and **machining** feature information from range data collected feature information from range data collected from **machined** parts. Jain et al. 13] performed some work to Generating meshes, triangularizations and **voxelizations** for CAD and solid models is a  
[gic1.mcs.drexel.edu/papers/PDFs/ASME-DETC2003-CIE-48194.pdf](http://gic1.mcs.drexel.edu/papers/PDFs/ASME-DETC2003-CIE-48194.pdf)

[Three-Dimensional Shape Representation via Shock Flows - Leymarie \(2003\) \(Correct\)](#)  
period he was with the Center for Intelligent **Machines** at McGill. In mid-1994 he was hired by to a number of tasks in pattern analysis and **machine** intelligence. For example, the recognition of  
.108 5.3.1 From **Voxels** to Chambers  
[www.lems.brown.edu/~leymarie/phd/FolLeymariePhD.pdf](http://www.lems.brown.edu/~leymarie/phd/FolLeymariePhD.pdf)

[Computation of Voxel Maps Containing Tool Access.. - Tangelder, Vergeest.. \(1996\) \(Correct\)](#)  
**Voxel** Maps Containing Tool Access Directions for **Machining** Free-form Shapes J.W.H. Tangelder, J.S.M.  
**Voxel** Maps Containing Tool Access Directions For **Machining** Free-Form Shapes Johan W.h. Tangelder, Joris  
Computation of **Voxel** Maps Containing Tool Access Directions for  
[archive.cs.uu.nl/pub/RUU/CS/techreps/CS-1996/1996-23.pdf](http://archive.cs.uu.nl/pub/RUU/CS/techreps/CS-1996/1996-23.pdf)

[Cv - Sethia \(Correct\)](#)  
methods. Pvd has been licensed to Bridgeport **Machines** and forms the core of their numerically applied. In numerically controlled (NC) **machining**, one wants to find a path for a tool of some  
S. Sethia and S. Manohar. Minkowski Operators for **Voxel** Based Sculpting. Computer and Graphics, 1998,  
[www.cs.sunysb.edu/~saurabh/resume.ps.gz](http://www.cs.sunysb.edu/~saurabh/resume.ps.gz)

[Automatic, Accurate Surface Model Inference for Dental CAD/CAM - Tang, Medioni, Duret \(1998\) \(Correct\)](#)  
the state-of-the-art in sensing, design, and **machining**, an attractive approach is to have a design in wax, which can then be milled by a **machine** in porcelain or titanium. The difficulty stems  
2. Each input point is first quantized in a 3-D **voxel** array. A preprocessing step is then applied to  
[iris.usc.edu/~chitang/miccai98-final.pdf](http://iris.usc.edu/~chitang/miccai98-final.pdf)

[Parallel Interactive Virtual Machining on Shared Memory.. - Mahesh And \(Correct\)](#)  
Parallel Interactive Virtual **Machining** on Shared Memory Multiprocessors N. Mahesh and the intermediate step of interactive virtual **machining** (IVM) IVM is a subset of interactive sculpting workstation. Our prototype IVM system uses a **voxel** based approach. It provides common **machining**  
[maarc.usc.edu/~hipc/hipc97/papers/037.ps](http://maarc.usc.edu/~hipc/hipc97/papers/037.ps)

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Searching for **swept volume and voxel**.

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9 documents found. **Order: number of citations.**

[Surface Reconstruction in 3D Medical Imaging - Carr \(1996\)](#) (Correct) (3 citations)

Reformatting non-parallel slice data 71 4.2.1 **Swept-volume** reconstruction 73 4.3 Direct ray-casting 78 development of practical algorithms for pixel and **voxel** data. The reconstruction of realistic, non-convex partial voluming effect: the case where a **voxel** value represents a weighted integral over the  
[svr-ftp.eng.cam.ac.uk/pub/reports/carr\\_thesis.ps.gz](http://svr-ftp.eng.cam.ac.uk/pub/reports/carr_thesis.ps.gz)

[Minkowski Operators for Voxel Based Sculpting - Sethia, Manohar \(1997\)](#) (Correct) (1 citation)

the tool with its trajectory. The sum gives the **volume swept** by the tool. Finding the union (difference) of Minkowski Operators for **Voxel** Based Sculpting Saurabh U. Sethia S. Manohar with arbitrary topology with uniform ease. Any **voxel**-based data structure serves this purpose. **Voxel**  
[www.cs.sunysb.edu/~saurabh/research/minkowski.ps.gz](http://www.cs.sunysb.edu/~saurabh/research/minkowski.ps.gz)

[SOLID FELIX: A Static Volume 3D-Laser Display - Langhans, Guill, Rieper.. \(2003\)](#) (Correct)

two basic classes of volumetric displays are **swept volume** techniques and static volume techniques. which are still very small but offer bright **voxels** with less laserpower than necessary in CaF 2 in terms of volumetric imaging: Avolume pixel (or **voxel**) is displayed. Figure 1) A related principle of  
[www.felix3d.com/paper\\_pw\\_03.pdf](http://www.felix3d.com/paper_pw_03.pdf)

[doi:10.1016/S0301-5629\(02\)00762-7 - Original Contribution Theoretical](#) (Correct)

includes both the freehand and the mechanically-**swept volume** acquisition techniques. Freehand has received as on the determination of the final intensity of a **voxel** when several B-scans overlap on this **voxel** (this of a **voxel** when several B-scans overlap on this **voxel** (this latter procedure is known as compounding)  
[splweb.bwh.harvard.edu:8000/pages/papers/pubs/./rjosest/san-joseUMB03.pdf](http://splweb.bwh.harvard.edu:8000/pages/papers/pubs/./rjosest/san-joseUMB03.pdf)

[Issues In 3-D Free-Hand Medical Ultrasound Imaging - Rohling, Gee \(1996\)](#) (Correct)

with 2-D image slices Figure 2: Cone-shaped **swept volume**. The volume is produced by rotating the probe over a large volume is the ultimate goal. A 3-D **voxel** array with 128\Theta128\Theta128 8-bit elements corresponds to a certain volume element called a **voxel**. Other 3-D data representations could include  
[svr-ftp.eng.cam.ac.uk/pub/reports/rohling\\_tr246.ps.Z](http://svr-ftp.eng.cam.ac.uk/pub/reports/rohling_tr246.ps.Z)

[Automatic Calibration For 3-D Free-Hand Ultrasound - Prager, Rohling, Gee, Berman \(1997\)](#) (Correct)

technology, include the free-hand and **swept volume** techniques [17, 22]Instead of taking an This allows the B-scans to be inserted into a 3-D **voxel** array, which can then be visualised using their relative positions are used to fill a regular **voxel** array. Finally, this **voxel** array is visualised  
[svr-ftp.eng.cam.ac.uk/pub/reports/prager\\_tr303.ps.gz](http://svr-ftp.eng.cam.ac.uk/pub/reports/prager_tr303.ps.gz)

[3-D Ultrasound Imaging: Optimal Volumetric Reconstruction - Rohling \(1996\)](#) (Correct)

plane sweeps through a volume. The size of the **swept volume** is determined by the area of the image in the over a large volume is the ultimate goal. A 3-D **voxel** array with 128\Theta128\Theta128 8-bit elements corresponds to a certain volume element called a **voxel**. Other 3-D data representations could include  
[svr-ftp.eng.cam.ac.uk/pub/reports/rohling\\_firstyear.ps.Z](http://svr-ftp.eng.cam.ac.uk/pub/reports/rohling_firstyear.ps.Z)

[Parallel Interactive Virtual Machining on Shared Memory.. - Mahesh And](#) (Correct)

from/to clay. If C is the clay and S is the **swept volume** of the tool along the line segment, then workstation. Our prototype IVM system uses a **voxel** based approach. It provides common machining tools has shown that sculpting with 256 3 **voxel** array is possible with frame rate of around 20  
[maarc.usc.edu/~hipc/hipc97/papers/037.ps](http://maarc.usc.edu/~hipc/hipc97/papers/037.ps)

[Parallel Algorithms for Real-time Colliding Face Detection - Kitamura, SMITH..](#) (Correct)

out by object motion and tests whether these **swept volumes** intersect with other **swept volumes** [8] is a sweeping approach, which computes the **volume swept** out by object motion and tests whether these regions [2] and methods that use octrees or **voxel** sets [9-15]However, these methods have  
[www.cs.yale.edu/~asmith/ATRpapers/roman95.ps.gz](http://www.cs.yale.edu/~asmith/ATRpapers/roman95.ps.gz)

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